

Asset types (QSF)

Importing assets

Assets can be imported by drag & drop into the editor viewport. Newly imported assets are automatically placed in the default destination asset package.

Asset types

- audio
- font
- gui
- localization
- map
- material
- mesh
- ogre_font
- ogre_material
- ogre_overlay
- ogre_terrain
- particles
- physics
- prefab ([components](#))
- script
- sequence
- shader
- skeleton
- soft_physics
- terrain
- terrain_data_map
- texture
- texture_cube
- texture_lut
- video
- weather_configuration
- weather_state

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